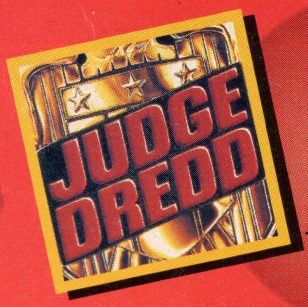
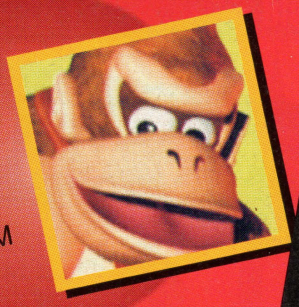
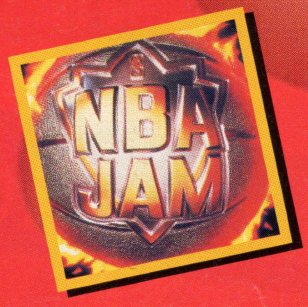






BLOCKBUSTER WORLD VIDEO GAME CHAMPIONSHIP II™

1995 STRATEGY GUIDE

What color is yours?

GAME BOY®
PLAY IT LOUD!™
SERIES

Put down those joysticks and beat a path to video game headquarters at Blockbuster Video. It's time to sign up for the Blockbuster World Video Game Championship II. Read up on the rules, study the game tips on the following pages, then practice, practice, practice to send your scores into the stratosphere.

The Rules of the Game

No purchase is required. The contest is open to legal residents of the United States and its territories, Argentina, Australia, Brazil, Canada, Chile, Mexico, New Zealand, the United Kingdom, and Venezuela. Games may vary by country. For a complete set of official rules, see participating Blockbuster Video stores or send a self-addressed, stamped business-size envelope to

Blockbuster World Video Game Championship II
Official Rules Request
P.O. Box 6191
Parsippany, NJ 07054-7191

Who

Anyone can play! Gamers compete in two age categories: 12 and under, and 13 and over.

When

Register for the Blockbuster World Video Game Championship II at your local participating Blockbuster Video store between May 25 and June 25, 1995. The store competitions take place from June 14 to July 9, 1995, on Wednesdays from 4 pm to 8 pm and Saturdays and Sundays from 10 am to 2 pm. The finals will be held in mid-August in San Francisco.

Where

The store championships will take place at your local participating Blockbuster Video.

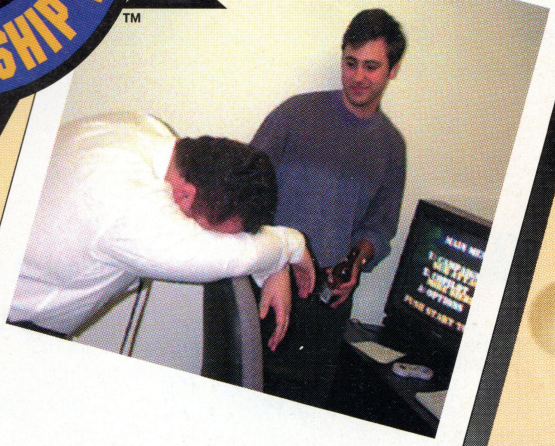
What

The competition will crown the best Genesis and Super NES video gamers in your neighborhood, the U.S., and the world!

What Do You Win?

Everyone who plays, wins! Just for competing, you'll score cool trading cards to collect or trade with other video gamers. Post the highest score in your age category and chosen game format, and you'll walk away with the title of Store Champion—and a year's worth of free video game rentals (two per month).

If you're truly a game master and you score the highest of any player in the U.S. and Canada in your age category and game format, then you're headed for the finals. Finalists win a trip to San Francisco to compete for the title of World Champion and participate in fun activities like serving as an honorary *GamePro* editor for a day. *GamePro* will publish the World Champions' articles in a future issue, complete with photographs. World Champions also take home a tournament trophy and (by the way) a $5,000 scholarship or savings bond!



BLOCKBUSTER WORLD VIDEO GAME CHAMPIONSHIP II™

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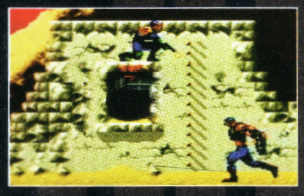
SUPER NES®

CORRUPTION IS RAMPANT

ROCKETS

IS IN RUINS

MEGA-CITY ONE



BONUS COMIC BOOK LEVELS

ABC ROBOT

MEAN MACHINE

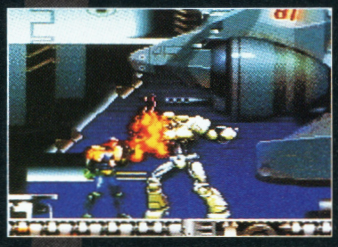
GAME BOY®

THE DARK JUDGES AWAIT!

GENESIS™

28 MISSIONS

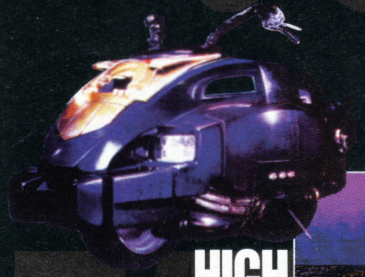
GAME GEAR™



BATTLE BRUTAL WARRIORS

YOU ARE THE LAW!

JUDGE DREDD™



HIGH SPEED LAWMASTER MOTORCYCLE

HEAT SEEKERS

MISSILES

Acclaim® entertainment inc.

TEEN T AGES 13+

JUDGE DREDD

JUNE '95

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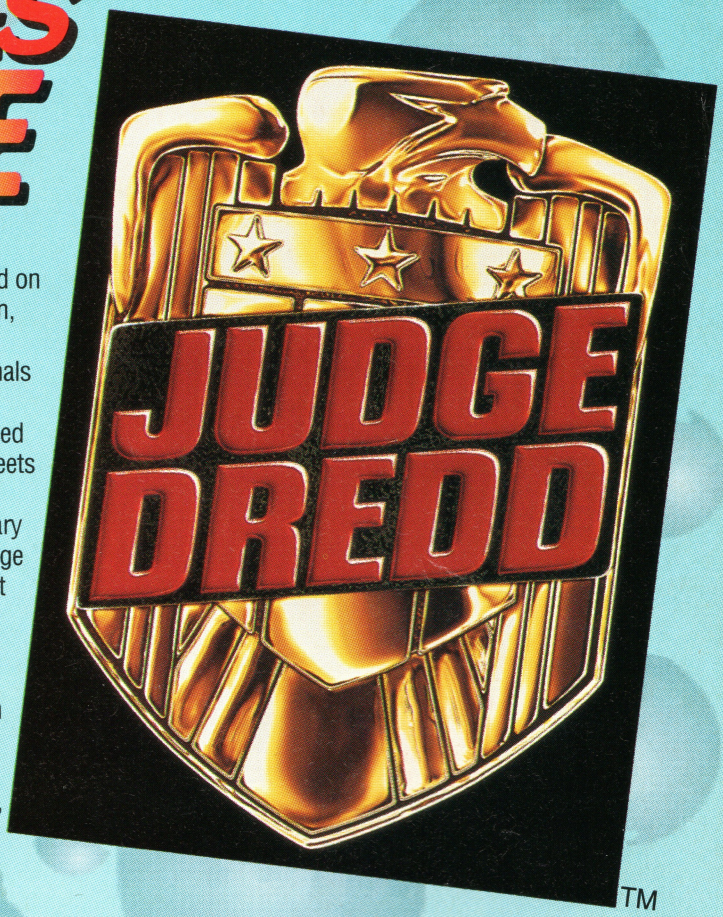
HERE COMES THE JUDGE

Genesis

The Judge is everywhere. In comics. On the silver screen. And on Sega Genesis in one of the hottest action games of the season, Judge Dredd™ from Acclaim Entertainment.

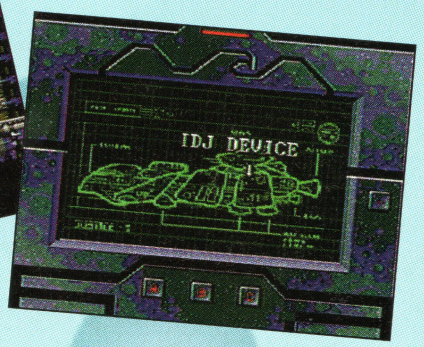
Mega-City One is in ruins. Corruption is rampant. Criminals run wild in the streets. It's time to take the law into your own hands. You are Judge Dredd: judge, jury, and executioner rolled into one. The sound of your Lawmaster cycle cruising the streets strikes terror into the foulest hearts. Armed with explosive weapons such as heat seekers, ricochet rockets, and incendiary missiles, you must clean up Mega-City One by taking out Judge Hunters, Raptor, ABC Robots, and other criminal elements. At the hub of all the trouble is Dredd's evil twin, Rico. Stop him from taking over Mega-City One. You're not above the law. In Judge Dredd, you are the law!

Acclaim has created a special cartridge of Judge Dredd on Genesis for the Blockbuster World Video Game Championship II. This special cart contains one level of the game. Score as many points as possible by arresting perps, defeating enemies, and finding power-ups.



TM

You're not above the law. In Judge Dredd, you are the law!



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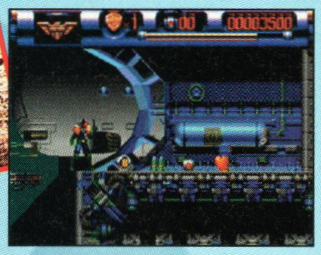
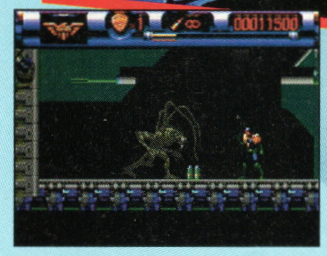
Justice One

In this level, the Council wants you to check the status of the Jump Device. And it's been confirmed: Judge Death is in Mega City One. He's after your hide. As if that weren't enough, you have to contend with Raptor and a pack of ABC Warbots.

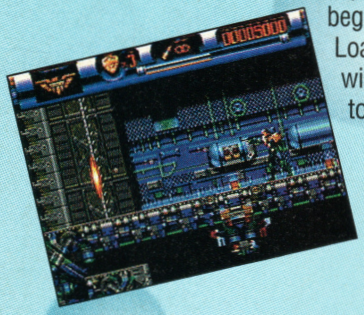


Power-ups abound at the beginning of this level. Load up and use them wisely; the worst is yet to come.



Raptor's antennae repel your attacks. Either blast his back from the ceiling or go for his belly from below.

Flame out! Attack at floor level to avoid getting toasted. Watch out for firebombs.



ABC Warbots take a lot of punishment before going down. Armor-piercing rockets speed their demise.

OK. YOU'VE HAD A YEAR TO GET READY.

It's that time again. Time for players all over the world to square off in do-or-die, no-nonsense video game competition. If you're up to the challenge, get down to BLOCKBUSTER VIDEO® and sign up from May 25 - June 25. You'll win a prize just for participating. It's free. It's open to everyone. And from then on, it's up to you.

The BLOCKBUSTER World Video Game Championship Returns June 14.

No purchase required. For participating, you receive three sets of Marvel Fleer trading cards valued at $8.00. Contest open to legal residents of the United States and its territories, Argentina, Australia, Brazil, Canada, Chile, Mexico, New Zealand, United Kingdom and Venezuela. Complete set of official rules available at participating BLOCKBUSTER VIDEO® stores or write Blockbuster World Video Game Championship II, Official Rules Request, P.O. Box 6191, Parsippany, NJ, 07054-7191. Blockbuster World Video Game Championship II and Blockbuster Video name and design are trademarks of Blockbuster Entertainment Inc., Ft. Lauderdale, FL. 33301 ©1987, 1995 Blockbuster Entertainment Inc. All rights reserved. Nintendo is a registered trademark of Nintendo of America Inc. Acclaim is a division of Acclaim Entertainment, Inc. Marvel Comics is a registered trademark of Marvel Entertainment Group, Inc.

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DONKEY KONG COUNTRY®

Super Nes

Competition in Kong Country

Sure. You and millions of gamers are familiar with Donkey Kong Country from Nintendo for Super NES. But you think you're faster, better, and overflowing with untapped talent. So prove it. This is your chance to show your stuff in competition against other wanna-be world champs. Nintendo has created a special competition cartridge of the first eight levels of Donkey Kong Country.

In general, the goal is to burn through the game as fast as you possibly can. You earn more points for finishing a level than you can get by collecting bananas. The cartridge is also timed so that you can reach the eighth level with only about five to ten seconds left, so to get the best score, you must reach that final level. That's it. Sound easy? Listen carefully. You've never played this game with speed as the object. In the standard cartridge, you could mosey along searching for all the cool hidden areas and bonus items. This time the clock is ticking. The best practice for the competition is figuring out how to blast through the first eight stages, collecting Diddy and Donkey's favorite fruit along the way. The following screens and captions offer solid general strategies to that end. Good luck, Kongers, and happy banana hunting!

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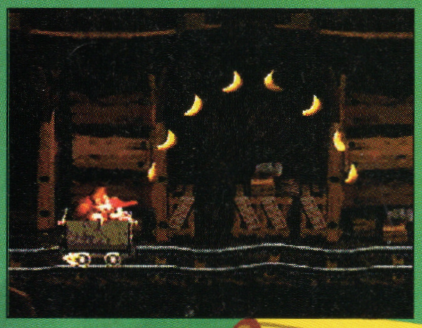
Donkey Kong and Rambi characters are copyrights of Nintendo of America Inc.

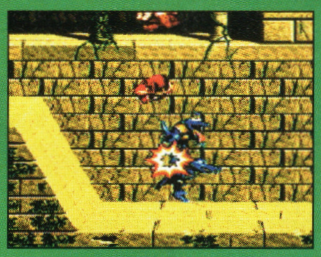
Diddy is faster, but it takes time to switch to him.

Slowing down to collect a bunch is not always a good move. Blaze through the levels as fast as you can.

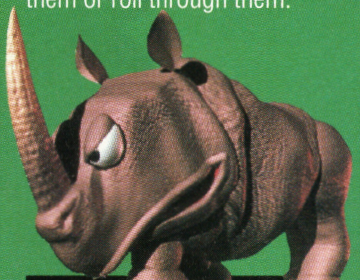
The water levels are slower than others. Don't bother with bonus areas. Do consider collecting Enguarde, though. He books.

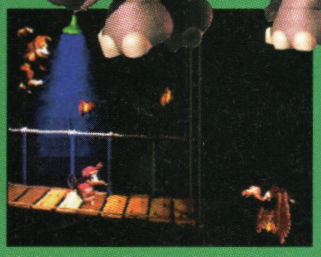


Pick up only those bananas that you can snag safely. Bypass the ones that are liable to cost you a life.

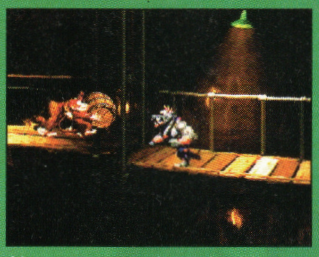


Don't take the time to bop enemies if you can leap over them or roll through them.





Hold down Button Y for the duration of the competition—it keeps you running. The time that you save outweighs the loss of control.



Always carry a barrel while running to fend off enemies.

When you're playing as Diddy and you don't have a barrel, jump between multiple enemies rather than taking the time to switch characters.

When you're launching yourself from barrels, fire toward the next barrel on the first pass to save time.

Consider riding some of your friends. Expresso, Rambi, and Enguarde are fast, and each protects you from one hit.

Going Bananas!

Banana bonus rounds involve a trade-off: They slow down your level completion but also let you reap scores of bananas in very little time.

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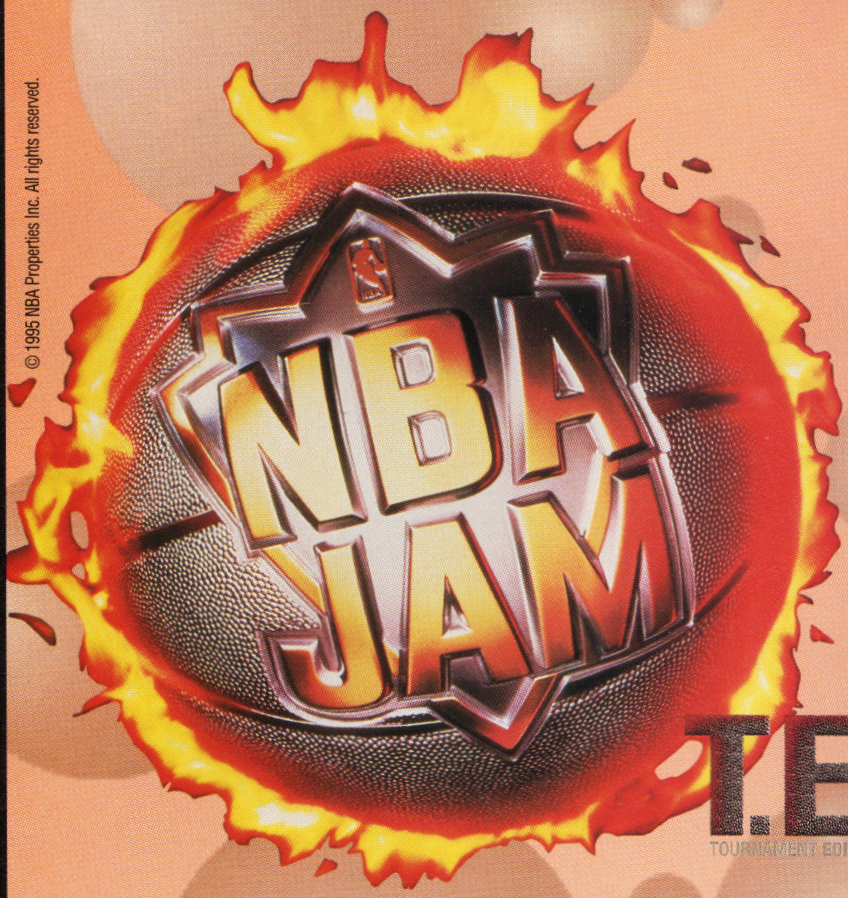
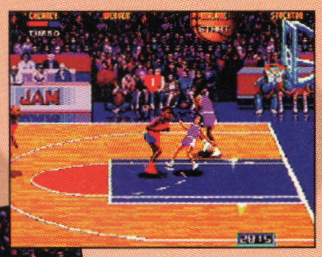


The other team's points don't matter. Anything that slows your progress does. Goaltend like crazy. If you pull it off, you get the ball and a chance at the hole. If you don't, they get their points. No skin off your nose.



Shove to steal only if you can do it consistently. If you blow it, the other guy falls clutching the ball, and you lose time.

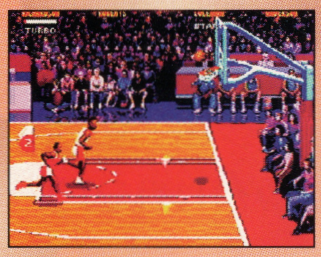
Single-Quarter Slamming

Play the whole quarter as if you were down by 15 with a minute to go. Think speed and points.

We know you're on fire. You are the master of the jam. You can beat most players blindfolded. Now you get the chance to prove it to the world. The title is NBA Jam Tournament Edition from Acclaim for the Sega Genesis. The reason is the Blockbuster World Video Game Championship II.

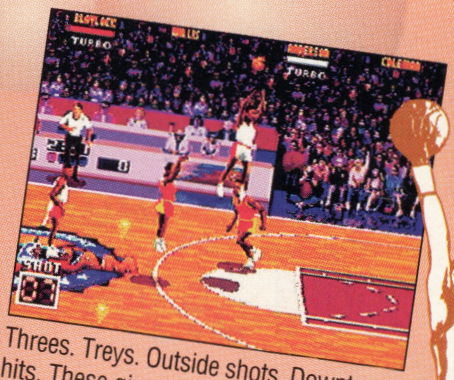
This contest puts a very different spin on any strategy you've ever devised for this smash-hit game. Forget about secret characters, time-consuming plays, and possible replacements for your injured player at the half. There is no half. You get one quarter. That's it, jam-master. Score as many points as you can in one quarter. Think you can do it in your sleep? Think carefully. What are your methods? You can salvage some tactics from your existing repertoire, but you'll have to employ some totally new strategies, too. Take a look at the following screens and hints for some of the most useful schemes. Beyond that, you're on your own. This is a whole new ball game.

Avoid the big, flashy slams. Those babies waste precious clock ticks.



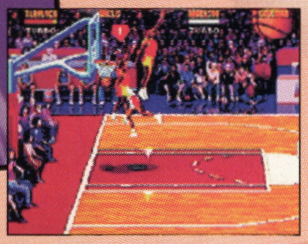
Follow every shot in. If you miss, you get a chance at a rebound and another attempt.

Use the Turbo button for passes. This decreases the risk of a steal.

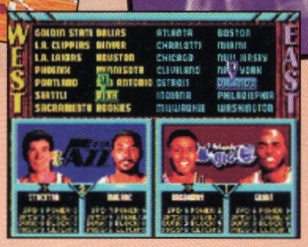


Threes. Treys. Outside shots. Downtown hits. These give you three points per basket. Three is more than two. Points matter. Get it?

Win the tip-off. Tap that Shoot button as if your game depended on it. It does.

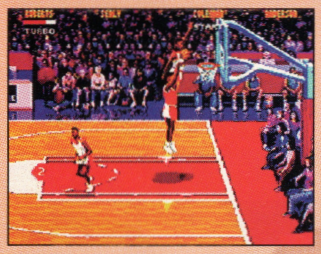


Get extra height on rebounds and shot blocking by using the Turbo and Shoot buttons simultaneously.



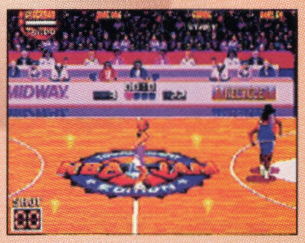
We won't tell you which team and which player, but assess the attributes carefully. The last thing you need is a strong Dunk attribute. The first thing you need is a winning Threes attribute. And the second need is Speed. Speed kills.

Give your drone (the second player on your team) a high Power attribute.



The layup is blocked least. Use it.

If you must pass, do it only to an onscreen teammate. Offscreen tosses are intercepted far more frequently.



As the end of the quarter approaches, go for a trey. You need to release the ball while at least six-tenths of a second remain.

Set yourself On Fire to increase your accuracy. More shots in less time is the key here.

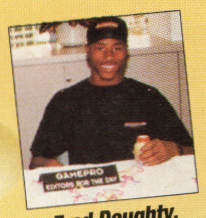
Avoid shooting threes from a 45° angle off the key.

BLOCKBUSTER VIDEO

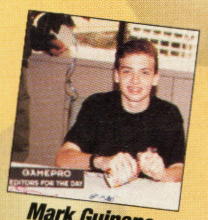
1994 World Game Championship Winners

This Could Be You in 1995!

Hundreds of thousands of players around the globe competed at their local Blockbuster Video stores last year on games like NBA Jam, Sonic 3, and Clay Fighter: Tournament Edition in the Blockbuster Video 1994 World Game Championship. Finalists earned a trip to the August championship round in sunny Fort Lauderdale, Florida. Two grand-prize winners emerged: Fred Doughty of Baltimore, Maryland, and Mark Guinane of Manchester, Massachusetts.

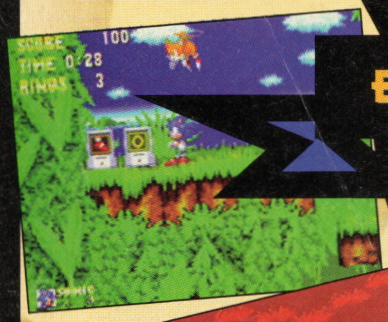


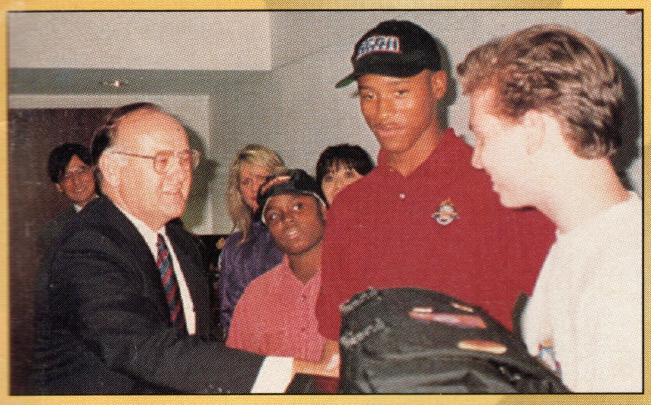
Fred Doughty, Genesis winner



Mark Guinane, Super NES winner

1994 WORLD BLOCKBUSTER VIDEO GAME CHAMPIONSHIP





Sega's executive vice-president, Paul Rioux, congratulates the Blockbuster winners upon their visit to Sega.

The winning duo was winged to the West Coast to collect their prize: four dream days in San Francisco that any serious gamer would covet. The first stop was a visit to Sega's Redwood Shores office, where Fred and Mark were greeted by more than 200 cheering employees led by Sega president Tom Kalinske. Sega also doled out hundreds of dollars in video game goodies. Next on the tour were visits to the Sega Technical Institute, to learn how games are developed, and Sega's testing labs, to play games that had not yet been released.

Day two began with a rousing welcome and sumptuous breakfast feast at *GamePro*'s offices. Following the champs' every move was a TV crew from "Extra!" After a tour led by *GamePro*'s own Scary Larry, Fred and Mark put their talents to work on a game review for the magazine. The guys also checked out the *GamePro* arcade and learned how the publication is put together.

Next it was on to Capcom's Sunnyvale office for more gifts and a preview of upcoming games. Game counselors Chris Kramer and Phil Reed demoed the Darkstalkers coin-op, as well as SNES games like Mega Man X2, X-Men, and Demon's Crest.

The journey continued at Electronic Arts, where the "Extra!" crew interviewed Mark and Fred one-on-one. Their EA experience included being digitized for use in the Super Strike Trilogy game for the Sega CD. A full tour followed, along with an introduction to the EA employees, who bombarded the champs with Nerf balls. The EA trip concluded with a head-to-head Urban Strike competition.

At the champions' request, they returned to *GamePro* to finish the day with some additional arcade battling.

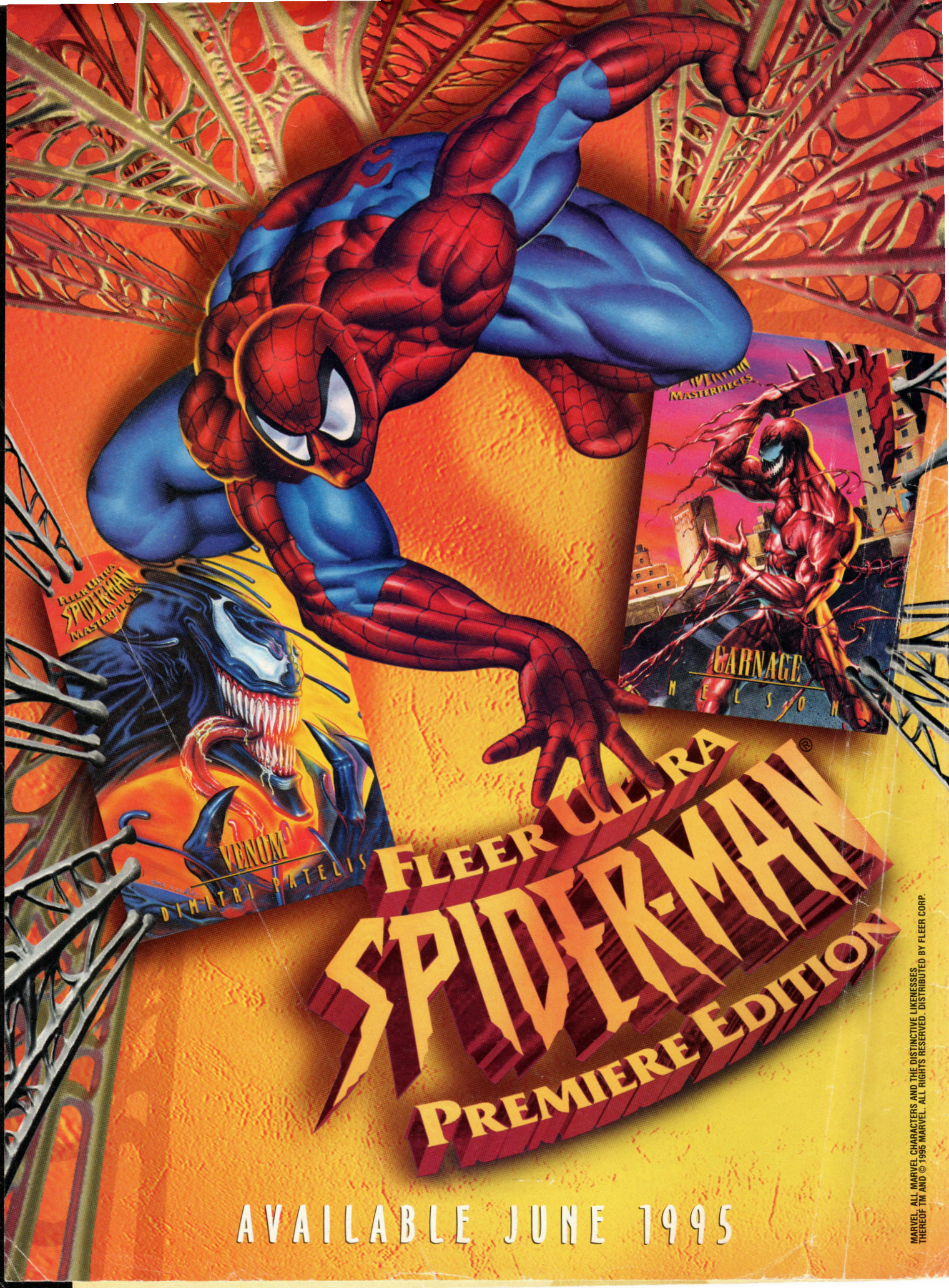
Over the weekend, the champs and some of the *GamePro* editors planned to take in a ball game at Candlestick Park, but the baseball strike made that impossible. Instead, Fred, Mark, and their families got to rest, relax, and enjoy the California weather.

GamePro employees mix with the families of the winners—and get a free breakfast too!

Get Down to Blockbuster Video and Play Now!

Does this sound like fun? Can you picture yourself in the winner's circle? You can't get there unless you try. And that means studying the strategy sections, then getting down to your participating Blockbuster Video and meeting the challenge. Good luck!

GamePro editors are elated that Fred and Mark will be writing their reviews for a day.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